















This is the bronze version of Glamour in english language—designed to be freely avaiable over the net, and printed by the final user. It contains a main board divided in six parts that must be united either by glue or tape. It includes 48 cards that must de cut by an adult, a die and pins that must be cut and folded. It aldo includes 4 personal boards e instructions manual.

We thank you for your interest and hope you'll enjoy it. For more about Glamour and other free (as in freedom) board games, visit www.ocastudios.com



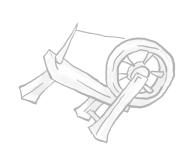


















The fairy tale princesses need help in order to go to the royal balls. You must help to choose the right dress, shoes, accessories and make-up, so they become glamorous. Whoever collects the greatest amount of glamour will win th game.

princess a number of spaces equal to the result. She must move always forward, following the arrows on the board. As she moves the princess may take a variety of actions, depending on the spaces she crosses or stops atspon explained below.

What you need to play

Two to four players.

A princess-board for each player. These are the smaller boards, each one with a different princess' theme (Snow White, Rapunzel, Sleeping Bauty and Cinderella).

A main board. This is the bigger one, with spaces and castles.

A pin for each player. These are small tetrahedrons with the princesses' themes.

Fourty-eight cards divided in 4 types: 12 shoes, 12 accessories, 12 dresses and 12 make-ups.

A six-sided die.

Setting the game

Each player will receive a princess-board of her liking, and a random card of each type. The players should place them on rheirincess-boards, preparing them frgirls the ball. The remaining cards must be placed in separete piles, faced up, in the corresponding castles (Dress castle, Shoes Castle, Accessory Castle and Make-up Castle). Finally, place the princesses' pins in the central castle of the main board (the Ball).

How to play

In the beggining of her turn, each player may change as many cards as she wants from the princess-board, substituting them with her hand's cards.

Each player m stin her turn, roll a die and moves he

The spaces

Plain space

Nothing happens to the princess who crosses or stops here. The game continues normally.

Arrow space

It just indicates the direction to follow. Nothing happens to the princess who crosses or stops here. The game continues normally.

Nouble arrow space

When a reaching this space the player must choose a direction to follow.

Plus-two space

When a princess stops here she must advance two more spaces.

Die space

When a princess stops here she plays her turn again.

Card space

When a princess stops here she draws one card from any Castle.

Friend space

When a princess stops here she trades a card with a friend. She chooses a card from her hand or her princess and give it to a chosen friend. Her friend, then, will choose one of her own cards of the same type and give it to the player. (If either player gave a card from her princess, she must place another one, so the

princess has always four cards).



Castle space

If a player stops here, she will be transported to either the Dress, Shoes, Accessory or Make-up Castle at her choice.



Ball space

When a princess stops here, she is sent directly to the Ball.

Besides these, there are five special spaces in the board, that are:



Castles

There are four Castles, one for each of card. When going through a Castle (it is not needed to stop at it), the princess will draw a card from the top of that Castle pile.



Ball

The central space of the board. When going through it (it is not needed to stop at it) it's time to see how prepared your princess is. She will be dancing with

princes and all the world will be watching her.

When this happens, you must compare the cards on your princess-board to the ones on top of the Castles' piles. For each match, you've just collected a glamour point. That's because your princess is in fashion - she is glamorous!

There are some limitations, though, about the Balls. When you have collected you glamour, sometimes you'll notice that the card on some Castles are still the same - and thus, you're still in fashion. When this happens you won't be able to collect more glamour, because you only collect them with the cards you had when you arrive at the Ball. To collect them, you'll have to leave the Ball and return.

Collecting glamour points

When your princess collects a glamour point with a card, you must take the card from the top of the corresponding castle a place it in your wardrobe (in your princess-board).

Winning the game

The game ends when all cards from any single Castle are gone. When it does, the princess with the greatest amount of glamour is the winner.

A atching your princess (optional rule). There are four collections of cards, each one containing it's own dress, shoes, make-up and accessory - the grey one belonging to Sleeping Bauty; the pink to Snow White; the red to Cinderella; the yellow to Rapunzel. If you can dress up your princess with a whole collection (whichever it is), she will be fabulous. When she arrives at the Ball like this, she must place the whole collection on the wardrobe (with no regard for the latest fashion), and will receive the top card of every Castle.

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name of the character, having the italian named her Talia, but she being later named Rose, or french Charles Perrault, but a less famous version had been published by italian Giambattiste Basile in 1634. There is a controversy around the L'Aurore (Dawn).

Her story is divided in two parts. In the first and famous one she is cursed by a fairy to sleep for a tells of her two children, L'Aurore and Le Jour (Day), and as her mother-in-law - in reality, an ogress - tried to devour them and their mother in he absance of the prince. He returns just in time century, after pricking her finger on a spindle. She's awakened by the kiss of a prince. The second and the ogress, being exposed, kills herself.

Wilhelm Grimm, tells of Snow White, that is envied Although very popular in many parts of Europe, this tale is not older then the Middle-Age. The best known version, that of brothers Jacob and and hated by her stepmother (or her own mother, in one version) in account of her beauty. She banned Snow, or ordered her killed, but she sheltered with seven dwarves in the forest.

The queen knew of the princess' whereabouts, and tricked her into eating a poisoned apple, that left While he transported the coffin, the apple was They married, and when the queen's acts were her asleep. The dwarves put her in a glass coffin and gave it to a prince, who falled in love with her. dislodged from the girl's throat and she waked. exposed, she was tortured and killed.





mild differences (as to the existence or not of a stepsister. When a prince has a ball, so to find a wife, Cinderella attends it with magical aid -Innumerable versions of this tale have been told in narrated by brothers Grimm and Perrault, with fairy godmother). Cinderella (or Cendrillon), is not her real name, but instead it is given her for sitting including a pair of crystal sandals wich she looses the last two and a half millenia, in places from Spain to China, Middle East, Japan, France, Egypt and many others. Important variations were but is mistreated by her stepmother and In these tales, Cinderella is born noble and rich, in the ball while hastily leaving. With this sandal too often near the cinders of the fireplace. the prince is able to find and marry her.



story is credited to the stories tell of a couple, whose pregnant wife desired rapunzels - a plant that grew in the gardens of a he promised to present the witch with his unborn child, that would be named Rapunzel. italian Petrosinella, had been around earlier. The witch (or ogress). The husband would steal them for his wife, and ended caught. So to avoid punishment german brothers Grimm, but similar versions, The compilation of this

When the child grew, she was locked in a stairless tower, and the witch would climb it using the girl's long hair. A prince discovered how to climb it and started visiting her by night. He was soon discovered, as the girl got pregnant with twins. He survived an encounter with the witch, and took the girl and the children to live with him in his realm. These stories were adapted from www.wikipedia.org.

- Instructions

THESE INSTRUCTIONS MUST BE FOLLOWED BY AN ADULT.

Then fold the faces to form a tetrahedron, showing the princess in Cut the figures as shown in the right. three faces.



the final shape must be a tetrahedron (a triangular based pyramid).









